

VISIT...

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Tutor Teaching Tips

Don't Wake the Mummy (U)

MATERIALS

Leveled reader

Graphic organizer

Game cards

Graphic organizer;
Leveled reader

Before Reading 3–5 minutes

BUILD BACKGROUND: Ask: *What is a mummy? What do you know about mummies?*

PREVIEW THE BOOK: Show the child the front and back covers of the book, and read the title. Ask: *What do you think this book is about?*

Show the child the glossary. Tell him/her to use the glossary if he/she cannot figure out the meaning of a word from the context.

Look at the pictures in the book and ask the child to predict what might be happening and why the children look upset.

During Reading 10–15 minutes

Ask the child to read pages 4–13 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading 10–15 minutes

RETELL: Ask the child to retell what has happened in the story so far. If necessary, prompt by asking: *Then what happened?* Ask the child what the problem in the story is and have him/her predict how this problem might be solved.

GRAPHIC ORGANIZER: Have the child write the names of the characters, where and when the story takes place, the major events, and what the problem is for this part of the book. If the child has difficulty, help him/her find the information in the book and read it aloud.

CRITICAL THINKING: Ask the child what he/she would do to solve the problem and get the mummy back into the sarcophagus.

VOCABULARY GAME: Place the game cards face up in a stack. Have the child select a card, read the sentence, and identify the verb(s) and adverb(s) in the sentence. Have the child turn over the card to check his/her answer. If the child is correct, he/she can move along the game board the number of spaces indicated on the back of the card. Have the child place the card at the bottom of the stack and it's your turn.

Home Connection

Have the child finish reading the book at home. Give him/her another copy of the graphic organizer to complete for the rest of the book.

Characters	Setting
Story Events (Plot)	
Story Problem	
Solution to the Problem	

INSTRUCTIONS: Write the characters, setting, problem, and the events that occur in the story so far. After you finish reading the book, add any other story events and tell how the problem was solved.

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Leveled Reader



Game Cards (FRONT)

Don't Wake the Mummy (U)

The students obediently followed the guide into the tomb.

Breathlessly, she ran from the mummy.

She quickly wrote the missing chant.

Amy and Simon could barely breathe when the sarcophagus opened.

Amy held tightly to Simon's shirt.

The pair quietly tiptoed back to the group.

Amy gulped loudly when the mummy headed her way.

The mummy gently fell back to sleep.

Amy and Simon smiled triumphantly.

The mummy slowly opened the lid of the sarcophagus.

Curiously, Simon read the hieroglyphics on the wall.

We saw another tour group headed down into the pyramid.

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Leveled Reader

 Game Cards (BACK)

Don't Wake the Mummy (U)

quickly (adv.)
wrote (v.)

2

breathlessly (adv.)
ran (v.)

3

obediently (adv.)
followed (v.)

2

quietly (adv.)
tiptoed (v.)
back (adv.)

4

held (v.)
tightly (adv.)

1

could breathe (v.)
opened (v.)
barely (adv.)

5

smiled (v.)
triumphantly (adv.)

3

gently (adv.)
back (adv.)
fell (v.)

4

gulped (v.)
loudly (adv.)
headed (v.)

5

headed (v.)
saw (v.)
down (adv.)

5

curiously (adv.)
read (v.)

2

slowly (adv.)
opened (v.)

2

Leveled Reader

Game Board

Don't Wake the Mummy (U)

